et ready! The most eagerly awaited video release of the decade is only weeks away. That's right – Super Mario Bros. 3™ arrives at a store near you in April. And it's been well worth the wait! We got our hands on a super-special secret sneak advance copy of SMB 3, and we're blown away – on and off screen. If you've been waiting for the ultimate challenge, wait no more. This is it!

#### The leaend continues...

When Mario and Luigi first defeated Bowser they thought the Mushroom Kingdom would be free forever. But trouble reared its ugly head in the Land of Dreams and they found new skills, new powers and new triumphs there.

Now it seems The Mushroom Kingdom is only a doorway to the magical Mushroom Worlds. And Bowser's back, up to some nasty new tricks! Mario is going to have his hands full, and then some!

#### New ways to get ahead.

It's not all danger in the Mushroom Worlds. Here ore a few places to get help olong the way.

Toad's House: Tood will give you powerup items.

White Mushroom House: Get special bonus items here

The Card Game: Turn over two identical cards and win the item or coins shown on both cards

#### **Treasure Ship:**

Full of coins, yours for the taking. The Matching

Game: Motch the three puzzle parts to get extra lives.



#### New powers to master.

Fiery Mario: Hot times for the bad guys. Hammer Brother Mario: Now you can throw hammers at your enemies.

(ond flies?) like one too.

# Racoon Mario:

feather to grow a tail that con swot your enemies

#### New secrets to discover.

Breaking blocks is even better. You could discover a feather, a fireflower or a Blue P that turns blocks into coins. Even unbreokoble blocks con be bumped to reveol secrets.

White floating blocks can hide

items. Pink blocks oct like springboards, helping you jump high to reoch secret ploces.



JUMP HIGH FOR BONUS BUCKS

#### New challenge all the way.

That's just the stort. We're still learning ourselves. (Write when you discover the Warp Zones in this gome. They're tough to find.)

Remember, Super Mario Bros. 3 will be here very soon. Wotch out for it it's o killer.



worse to come! GRASSLANO OVERWORLO

New enemies to defeat.

one.

Wotch out for the mini-bosses - they're

Bowser's children. Koopo poopers every

From the punky Wendy O. Koopa to

lightfooted Lemmy Koopa, these crummy

brats are a mother's worst nightmare.

Eight Worlds await you in Super Morio

Bros. 3 - Grassland, Desert, Ocean,

Gionts, Sky, Ice, Pipes and Darkworld

In each World you'll pass through 5,

sometimes more, screens. Eoch is tough.

Although you've dealt with some of these landscopes before - quicksand, ice-

bergs, lovo pits -

they were never like this. And

there's even

New worlds to conquer.

## Just look what Mario can do now...

Frog Mario: Makes the going easier in

Tanooki Mario: Looks like o beor. Fights



Grob the floating ond help you fly.



# From the top

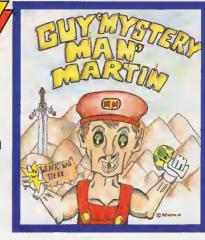
# The name of the game is always new.

You've always known it. The NES is the best video system around because there's always something new.

For example, in this Power Flash we have new games like Super Mario Bros. 3 and SuperSpike V'Ball. New controllers like NES Satellite and Four Score. Plus some outstanding news...

It's the Nintendo World Championship 1990 – 100 Game Stations, a Power Walk of NES future games, and a Competition Area where players in three different age groups can compete for truly excellent prizes.

Details are still being worked out, so stay tuned - we'll be telling you about this and everything else that's new at Nintendo very soon.



A specia Nintend Rememb (416) 25 8 a.m. to

Vote for your favo send your top picks to: Top P.O. Box 902, Station U

- 1. Super Mario Bros. 2™
- 2. Zelda II: The Adventure of Lir
- 3. Dragon Warrior™
- 4. Mike Tyson's Punch-Out!!®
- Super Mario Bros.<sup>®</sup>
- 6. Blades of Steel™
- 7. The Legend of Zelda®
- 8. Double Dragon™
- 9. Teenage Mutant Ninja Turtles
- 10. Mega Man II™

**Guy Mortin** 

#### Go head-to-head with your friends, the computer or both as Nintendo brings you the heart-pounding action of SuperSpike V'Ball, in stores now.

Spike first, spike best.

The oim of this gome is to keep the ball in the oir while trying to "spike" it to the ground in your opponents' court. You've got to be quick. And tough.

First, let your portner set the boll up at the net. Jump up ond quickly press the B button until your hond glows. Then press A to execute the Super Spike ond pound the boll to your opponents' feet.

To defend ogoinst o Super Spike, use the Super Block. When you jump to block of the net, press the B button quickly until your hond glows ond

"stuff" the ball back in your opponent's face.

#### The most action you've ever seen.

Consider your options. Ploy olone. Plov head-to-head with a friend, Plov with o friend, heod-to-heod agoinst the computer. Or – get this! – ploy with three friends of once using the new NES Satellite or Four Score controllers. The grophics are big and bold, ond you con choose your competition level, so the oction is easy to follow.

So get set for beoch power - get the greot new NES SuperSpike V'Boll!



## Four into two does go -**NES Satellite™** & Four Score!™

Now there ore two great controller systems that let you ond three friends play greot gomes like SuperSpike V'Boll and (soon) NES Ploy Action Footboll of the some time!

Both the NES Sotellite ond NES Four Score connect four controllers to the NES. Where they're different is that the Sotellite communicates with the NES by cordless infra-red. So you con put it onywhere up to fifteen feet from your Control Deck™, for ultimote flexibility.

The new NES Sotellite and Four Score. Two greot systems - four times the fun!





votes rece



## **BULLETIN BOARD**

I note: Please be very careful when you dial the o Hotline. Wrong numbers are a drag for everyone.

er, the number to call for game tips is 3-PLAY. The Hotline is open Monday to Griday, 8 p.m. Eastern Time; Saturdays from 10 a.m. to

6 p.m. For answers on equipment trouble, call collect (416) 252-GAME.

E GAMES

urite NES aames -

11. Contra™

12. Ice Hockey

14. Faxanadu" 15. Bad Dudes™ 16. Tetris™

17. Cobra Triangle™ 18, Strider™ 19. Metroid™

20. To The Earth'

ed on

eived as of

5, 1990.

20, Nintendo Power Club

13. Super Mario Bros. 3™

Toronto, Ont. M8Z 5R5

If you haven't subscribed to Nintendo Power magazine yet, call toll-free 1-800-255-3700, 7 a.m. to

1 a.m. Eastern Time, Monday through Saturday. It's just \$21 for six big issues, and

someone with a credit card will have to make the call.



Get Smart! If you shoot 3 or 4 enemy ships in a row while your energy is 100%, you will get a Smart Bomb. If you have a Smart Bomb, an indicator will appear in the lower right hand portion of the screen. Use your Gun to shoot the indicator. The Smart Bomb will activate and destroy all enemies on the screen.



## **Arcade pinball goes** high tech!

Nintendo tronsports pinboll into the next dimension. This kinetic choos of tloshing lights and screoming sound effects will put your every reflex to

Shooting up the chute, the boll posses through the Vortex for o quick 5,000, 20,000 or 100,000 points. Then it's on to the Light Grid, with o possible shot of Pin Bot. But wotch out - you moy end up with 2 bolls in ploy of the some time. You never know whot'll hoppen next.

Check out Pin Bot - live oction pinboll, video excitement. A trip into the next dimension.

### Subtle strategy wins the day.

Leave a single column empty. Try to build your stacks while leaving o single column empty. Then when you get o long "4-bor" tetrod, drop it into

the empty slot for o Tetris.

Slide into the gap. A spoce of the bottom of o column isn't beyond hope. Use sidewoys pressure on the control pad to slide o motching piece

into the gop before it con "lock" into



## Finding the Flute.

To deteot the dreoded Golem you must have the Flute. To find it, first go to the village of Kol, north-eost ot

Tontegel Costle. Wolk four squores south of the baths, and SEARCH tor the Flute



## **Gwaelin's Love.**

There's nothing like the love of a good womon. You'll tind it in a tunnel, in o swomp, south of Kol. Once there you

must deteat the Green Drogon, rescue Gwoelin ond return her to Tontegel Costle.



APT

M©1989 Entx Corporo lemork of Nintendo of

NAME

ADDRESS

NAME

# MAIL BAG



Dear Power Club,

I have finally come to realize that the Power Glove is real. After a recent test at a downtown store, I have gone head over heels over the Power Glove. It is never what I expected. After the NES Max and the NES Advantage I thought nothing would come close to beating them. But fortunately I was wrong. The excitement that comes over you when you slip it on your forearm is never what you expect. Overall my judgement on the Power Glove is... go for it! It will make your adrenalin pump faster than it has ever pumped before.

Your number one fan, Eric Pratt, Lasalle, Quebec

P.S. Keep coming up with blockbusting Nintendo accessories.

We've had quite a few people writing in about the Power Glove, but nobody said it quite as well as you, Eric. Ever think of going into advertising?

Dear Nintendo,

We've been enjoying playing Nintendo for quite some time now and have picked up quite an assortment of games.

This Christmas our nephew gave us "Super Mario Bros. 2" for a gift. My husband could not put it away during the entire holidays. He finally mastered Wart after two weeks, but continues playing. My four-year-old son has played so much that he's better at it than I am. He can actually get past the whales in World Four.

I'm just writing to tell you that I think it's just the greatest game and am hoping you will be coming out with a Mario #3, even though it will make me a Nintendo widow.

Sharon Nickason, Gravenhurst, Ont.

P.S. My friends just bought (the other brand) and aren't happy with it. They now want a Nintendo.

Did you say you want Super Mario Bros. 3? Well, lookee here - or, at least, look on the front cover of this Power Flash. Yup, Mario's on his way, so hang in there. As to your other concern, have you considered picking up SuperSpike V'Ball and the NES Satellite? That way the whole family could enjoy the NES and be together. (Sorry, there's not much we can do for your friends.)

Dear Nintendo.

We just got our Power Pad. It is so cool. I love World Class Track Meet and I can't wait until I get Super-Team Games. I hope that you make lots of games for the Power Pad.

Your biggest fan, Robbie Green, Estevan, Sask.

P.S. Happy Birthday.

Thanks, Robbie. For those who hadn't heard, 1989 was Nintendo's 100th birthday. Now we're working on the next 100 years. Anyway, we're betting you're in great shape with all those Power Pad games. We'll do our best to come up with more for you.





